



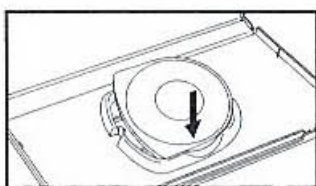
SONY



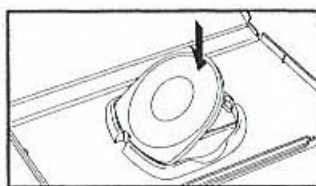
COMPUTER
ENTERTAINMENT®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
<http://www.pegi.info>



GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://pspreporting.com>

UCES-00995

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SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

SOME FACTS ABOUT PATAPONS...

Q: What, exactly, is a Patapon?

A: A Patapon is a miniature scampering eyeball, armed to the teeth with small but deadly weapons. It's not wise to mess with them in large numbers!

Q: Who is Almighty?

A: That's you! The Patapons are fiercely loyal to you, their new-found god. Speak to them using their ancient, sacred drum.

Q: What's with the drumming?

A: The Patapon tribe will only react to the rhythm of a drum. Get the beat right and these little guys are unstoppable. Get it wrong and they're uncontrollable.

Q: What is Earthend?

A: The promised land of the Patapons. Command your troops to explore wondrous new realms, defeat huge enemies and arrive at the paradise of Earthend!

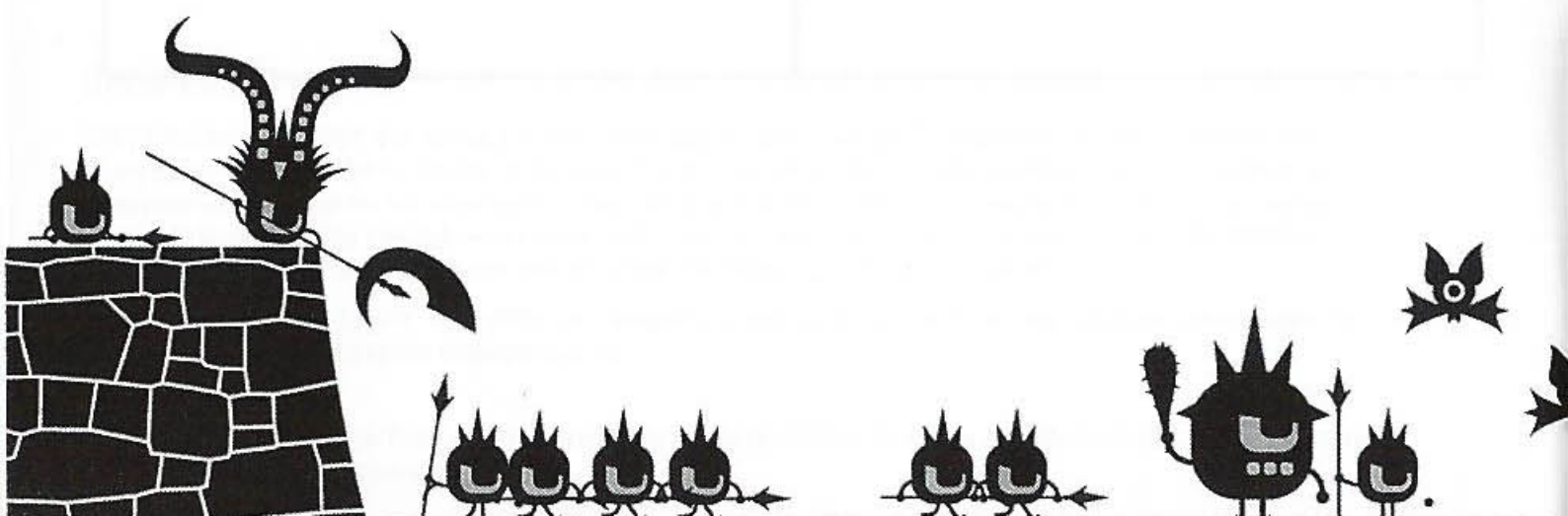
Q: What are Zigotons?

A: The Zigotons are the arch-enemies of all Patapons and are greedily conquering too much land. Let's teach them a lesson!

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the Patapon™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.



PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved Patapon™ data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

PLEASE NOTE: the minimum amount of free space required to save Patapon™ data may vary depending on the capacity of the Memory Stick Duo™ inserted.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



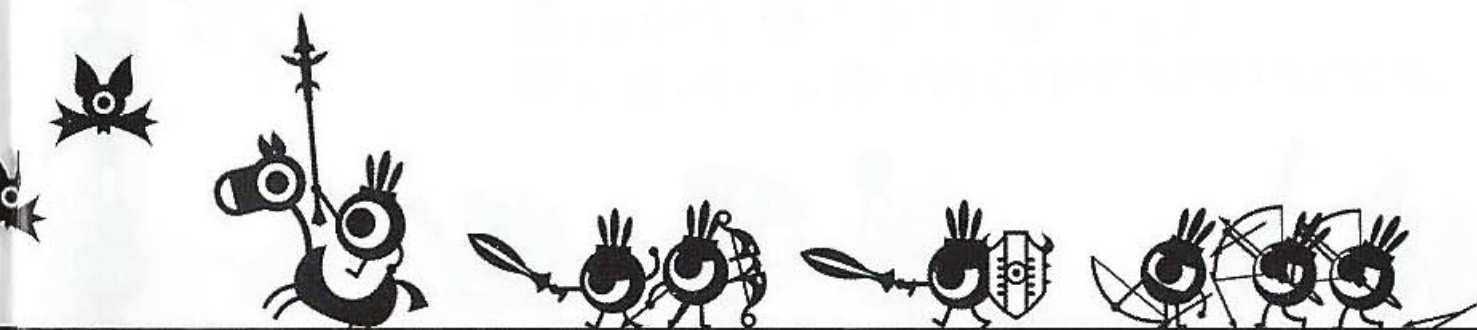
AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.





INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PLEASE NOTE: Patapon™ does not support Ad Hoc Mode, Infrastructure Mode or Game Sharing.

DIRECTIONAL BUTTONS - MOVEMENT

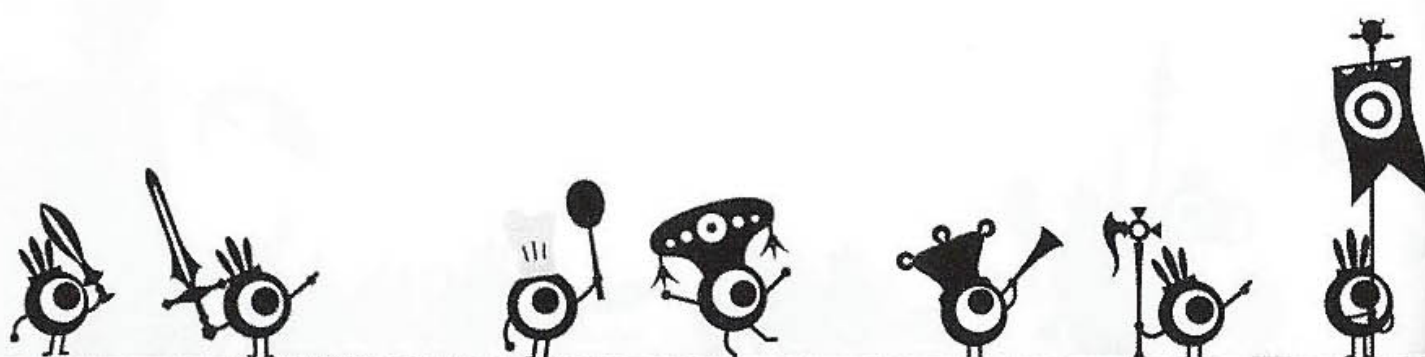
In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the ⊙ button.

DEFAULT CONTROLS

□ button	PATA drum
⊙ button	PON drum
△ button	CHAKA drum
⊗ button	DON drum
↑/↓/←/→	Move cursor/camera
L button/	
R button	Scroll through Patapolis/World Map
START button	Pause
SELECT button	Help



THE GAMESCREEN



MAIN MENU

NEW GAME

Start a new quest to reach Earthend from the very beginning.

CONTINUE

Return to your previous exploits as Almighty by loading saved data from Memory Stick Duo™.

LANGUAGE

Choose English, Français, Italiano, Deutsch or Español. But remember: the Patapons only understand the language of drums.

PLAYING THE GAME

DRUM RHYTHM COMMANDS

Only the booming sound of holy drums will transmit the will of Almighty to the dutiful Patapon warriors. Each rhythm command instructs the Patapons to behave in a specific way and must be used wisely to achieve victory.



MARCH!

■ button, ■ button, ■ button,
● button = PATA PATA PATA PON



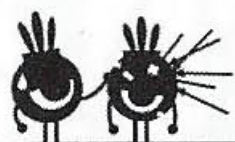
ATTACK!

● button, ● button, ■ button,
● button = PON PON PATA PON



DEFEND!

▲ button, ▲ button, ■ button,
● button = CHAKA CHAKA PATA PON



WELCOME TO PATAPOLIS

Patapolis is an ancient Patapon village, full of exciting characters and places...



UBO BON

This giant tree always has an itchy head. Only the Patapon trumpeter, Pan the Pakapon, has the power to make Ubo Bon dance to get rid of his discomfort. When this leafy tree trunk gets groovy, watch out for some very nice items!



SIMMER SLURP

This cooking cauldron can never get enough food. Get Rah Gashapon, the best chef in Patapolis, to slice up some ingredients and whip up a nice stew.



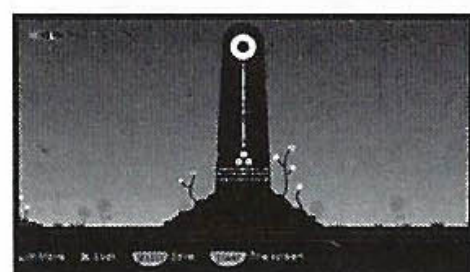
MATER: TREE OF LIFE

Create new Patapons at the foot of this mystical tree by combining Ka-ching with additional materials such as ore and wood. For more information on Ka-ching, visit the Spoils of War section outlined later in this manual.



BONFIRE

When Patapons return victoriously from battle, they celebrate here with a huge feast.

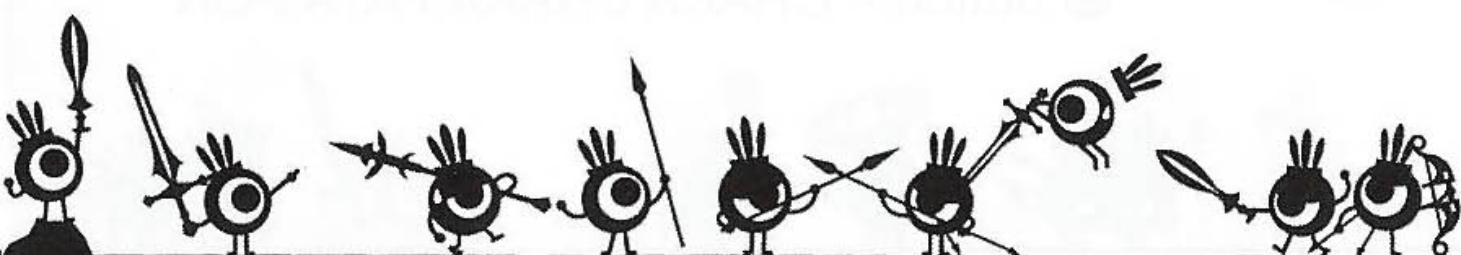


OBELISK

The sacred Obelisk is the exit from Patapolis. Assemble an army and then use the Obelisk to send out troops on a heroic mission.

ALTAR

Acquired items for use in war are stored at the Altar, along with helpful information on what they are useful for.



FORMATION

Tight formation is the secret weapon of a Patapon army, which consists of three squads. When selecting the military units to participate in a mission, bear in mind that each squad contains up to six individual Patapons wielding the same type of weapon.

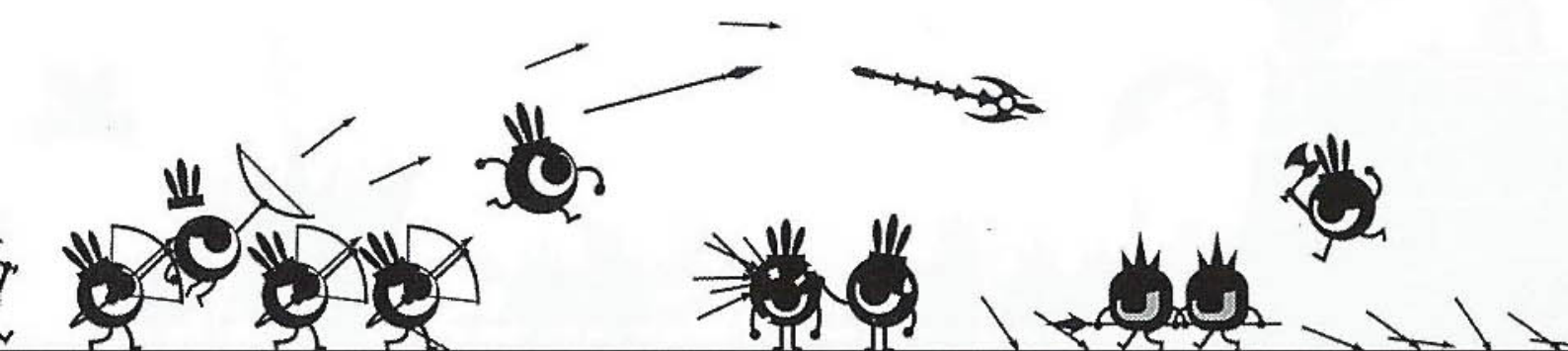
MISSIONS

There are many types of mission to choose from. Visit the Patata Plain to hunt animals for sustenance or do battle with the Zigotons – who are invading the forest!

HEADQUARTERS SCREEN

Before heading out on a mission, you must ensure that your Patapon squads are primed to inflict maximum damage, whilst providing adequate defence. Highlight a Patapon squad to view its Squad Status, which contains the following vital stats...

HP Ave.	The average hit points achieved by the squad.
Damage Ave.	The average damage inflicted by the squad.
Speed Ave.	The average speed of the squad in seconds.
Armour Inf. Ave.	The average defence level against infantry.
Armour Arw. Ave.	The average defence level against arrows.
Armour Jvr. Ave.	The average defence level against javelins and spears.
Armour Lns. Ave.	The average defence level against lances.
Crit. Ave.	The likelihood of the squad inflicting a critical hit.
KB Ave.	The likelihood of the squad inflicting a knock-back hit.
Cnc. Ave.	The likelihood of the squad inflicting a concussive hit.



Resist vs. Crit.

The likelihood of the squad resisting a critical hit.

Resist vs. KB

The likelihood of the squad resisting a knock-back hit.

Resist vs. Cnc.

The likelihood of the squad resisting a concussive hit.

GO FORTH AND CONQUER!

At the start of each mission, listen to the rhythm in the air, then give the order to march in time with the beat. All four edges of the screen will pulsate with the rhythm that Almighty (that's you!) must keep. When an enemy arrives, get close enough and drum out the order to attack.

SPOILS OF WAR

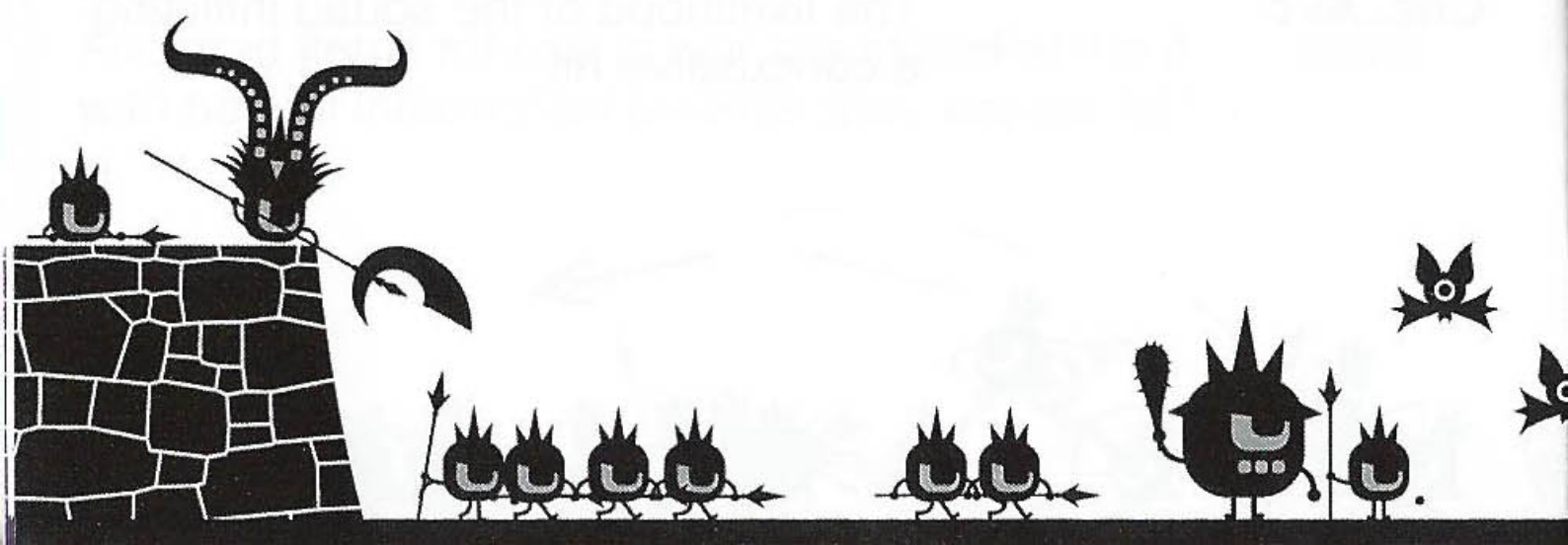
When an enemy is defeated, it turns into Ka-ching. Ka-ching is a precious energy used to create new Patapons. Slain enemies also drop many useful items, so always try to grab as many spoils of war as possible.

GOAL INDICATOR

Patapons must cross this finishing line to complete the current mission. If a mission does not have a goal indicator, victory is achieved by defeating all enemies.

WEATHER

The weather on the way to Earthend will prove just as varied as the many enemies on the prowl. Expect to march through different conditions including sunshine, high winds and nasty storms.



PATAPON HEALTH

Patapons usually dance and sing with joy, until the moment they spot a foe. The look in a Patapon's eyeball will become fierce when it wants to attack. The bar above each Patapon squad icon represents the health points of the squad leader. If a Patapon is hit by an enemy attack, its health is reduced. When a Patapon's health reaches zero, it will sadly perish – but in full knowledge that it has served the Almighty's purpose!

REVIVING PATAPONS

Each Patapon lost in battle leaves behind an item called a Cap. Bring Caps back home to Patapolis to revive fallen heroes with the power of Mater: Tree of Life.

FOOD

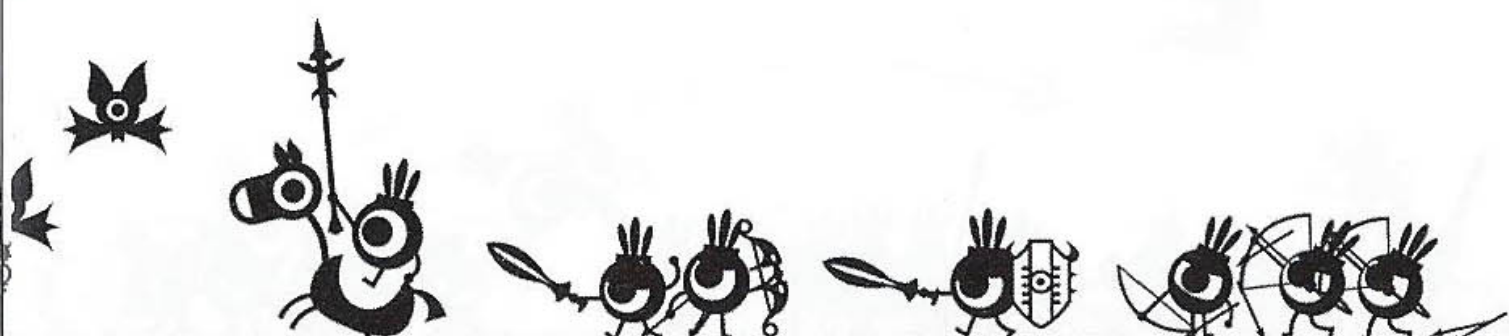
Visit the Simmer Slurp cauldron to select a tasty stew made by Rah Gashapon. Eating stew will energise the Patapons and boost their strength in battle.

MIRACLES

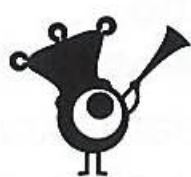
When in the headquarters preparing for a mission, press **←** or **→** to move the cursor and highlight the shrine that Hatapon is standing on. He will tell you if a Miracle is available to take along on a mission. If a Miracle is available, press the **⊗** button to select it.

WORLD MAP

This map details the expansive world of the Patapons, starting with the hunting grounds of the Patata Plain and stretching all the way to Earthend. When a mission is completed, even more wondrous new lands will become available – including forests, deserts and mysterious ancient ruins.



PATAPON FRIENDS AND FOES



PAN THE PAKAPON

A Patapon musical prodigy who loves to play his trumpet and eat meat!



HATAPON

When all seemed lost, this heroic Patapon clung to the PATA drum to prove his faith in Almighty. He now guides the Patapon army with his military banner.



MEDEN

The revered Patapon priestess who can speak directly to Almighty!



YARIPONS

The Yaripons are talented spear warriors with a deadly aim.



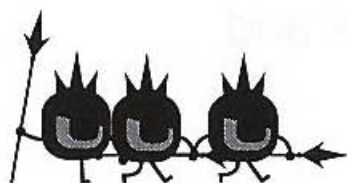
YUMIPONS

These highly trained archers specialise in painful volleys of arrows.



TATEPONS

These powerful shield-bearing warriors are essential for defensive manoeuvres.



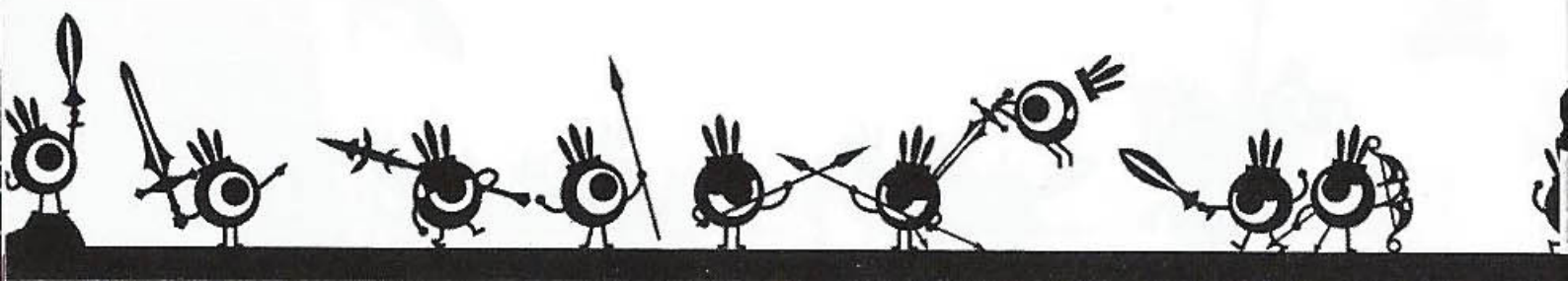
ZIGOTONS

The Zigotons have cornered the Patapons in the Land of Isolation and are their sworn enemies!



DODONGA

Watch out for this huge wild beast. Don't get burnt by his fiery breath!



HINTS AND TIPS

FIGHT FURIOUSLY WITH FEVER MODE!

Each consecutive call and response between Almighty and the Patapons will count as an extra Combo. Successfully repeat a Combo many times without mistakes to send the Patapons into Fever Mode. During Fever Mode, all Patapons sing their hearts out, attack more ferociously and execute all sorts of expert attacks. Even if it looks like all is lost, just take a deep breath and keep the rhythm going: the frenzied elation of Fever Mode might just save the day!

BOSSES AND ITEMS

Hit bosses like Dodonga and Majidonga with concentrated attacks and they may start dropping nice little spoils of war. Be sure to pick up spoils of war quickly, though, as they will fade away if not claimed.

STRANGE OBJECTS

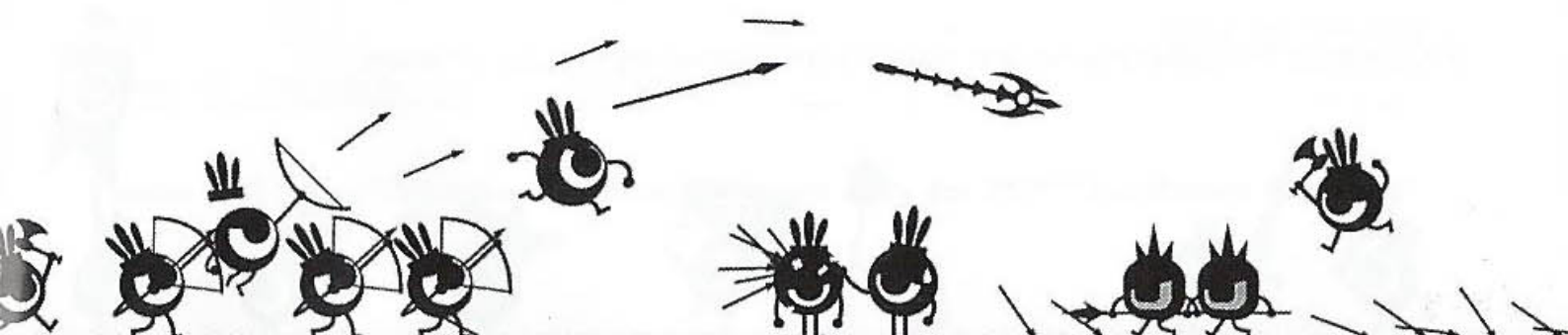
Have you seen that strange object at the entrance to Patata Plain? It seems to have     written on it – which almost looks like a rhythm command...

UNIQUE PATAPONS

Normal Patapons born through Mater: Tree of Life look like this:

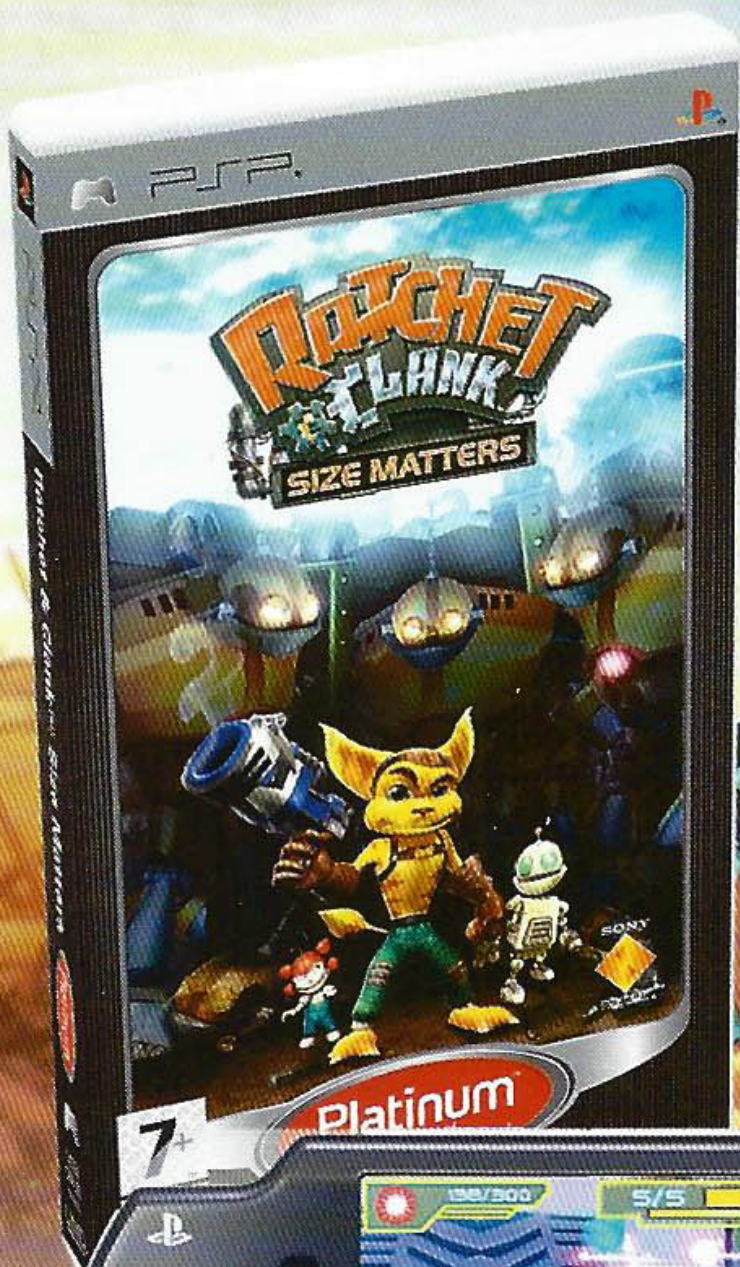


But some villagers claim to have witnessed some very unusual Patapons popping out of the old tree recently. Maybe it has something to do with superior meat? Or precious ores? Or rare wood? Bah! It's probably just an old Patapon superstition.



**WANT MORE RATCHET?
CAN'T GET ENOUGH CLANK?**

Then you'll love Ratchet & Clank™: Size Matters – out now on PSP™ – and whichever planet you're on, you can take their intergalactic adventures with you wherever you go!



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